

Kid Icarus™ UPRISING

Powers

Aside from the weapon he brings into each battle, Pit will also get access to a wide variety of powers to aid his quest against Medusa and the Underworld Army.

In **Land Battle** – whether playing Solo or Together - many different types of powers can be combined to customise Pit's abilities. Before heading into battle you can put together a load-out that suits your style of combat – but bear in mind that there are only so many powers you can bring into battle at the same time.



Image taken from Japanese version.

The shape and size of each power are set based on its effect and the number of times it can be used. To maximise the potential of your load-out you'll have to figure out which powers at your disposal fit together best and slot them into place on the Touch Screen.

From recovering health to allowing Pit to perform special jumps, during gameplay players will use the +Control Pad to scroll through and activate the available powers.

Here are just a few examples of the powers that Pit can collect over the course of his journey:

Angelic Missile



This power temporarily turns Pit into a missile, heading straight for the targeted direction.

Eggplant Attack



Those on the receiving end of this power will find out what it feels like to be running around... as an eggplant! Fans of the original Kid Icarus game certainly know the feeling.

Explosive Flame



When a massive explosion is just what the doctor ordered, you really can't go wrong with the Explosive Flame.

Health Recovery



With attacks coming in from all sides, it's important to keep an eye on your health bar. Health-recovering items can help but it's good to have the power of Health Recovery on hand for when you need it most.

Mega Laser



Unleash a powerful beam directly at your target; the Mega Laser emits such a powerful blast they won't know what hit 'em!

Meteor Shower



This cosmic power is a beauty to behold if you're the one unleashing it - those on the receiving end of it may beg to differ.

Sky Jump



Even in Land Battle you can take to the skies! Well, very briefly. Use the power of Sky Jump to jump high into the air from where you're standing. Don't worry; you'll probably land on your feet.

Super Speed



Add a little spring to your step and rush towards an enemy to knock it out of the way, all thanks to this little power we like to call Super Speed.